NOTICES OF PROPOSED RULEMAKING
Initiated After January 1, 1995

> Unless exempted by A.R.S. § 41-1005, each agency shall begin the rulemaking process by first filing a Notice of Proposed Rulemaking, containing the preamble and the full text of the rules, with the Secretary of State's Office. The Secretary of State shall publish the notice along with the Preamble and the full text in the next available issue of the *Arizona Administrative Register.*
>
> Under the Administrative Procedure Act (A.R.S. § 41-1001 *et seq.*), an agency must allow at least 30 days to elapse after the publication of the Notice of Proposed Rulemaking in the *Register* before beginning any proceedings for adoption, amendment, or repeal of any rule. A.R.S. §§ 41-1013 and 41-1022.

TITLE 19. ALCOHOL, HORSE AND DOG RACING, LOTTERY, AND GAMING
CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION

PREAMBLE

1. **Sections Affected**   **Rulemaking Action**

Sections Affected	Rulemaking Action
R19-3-302.	New Section
R19-3-303.	New Section
R19-3-304.	New Section
R19-3-397.	New Section
R19-3-398.	New Section
R19-3-399.	New Section

2. **The specific authority for the rulemaking, including both the authorizing statute (general) and the statutes the rules are implementing (specific):**
    Authorizing statute: A.R.S. § 5-504(B)
    Implementing statute: None listed
    The agency also listed R19-3-301 as part of their authorization for rulemaking.

3. **The name and address of agency personnel with whom persons may communicate regarding the rule:**
    Name: Ralph W.E. Decker, Executive Director
    Address: Arizona State Lottery Commission
                         4740 East University
                         Phoenix, Arizona 85034
    Telephone: (602) 921-4400

4. **An explanation of the rule, including the agency's reasons for initiating the rule:**
    The rules set forth provisions unique to the conduct of the Arizona Lottery's instant games. The provisions of these rules are necessary to implement the requirements of A.R.S. § 5-504(B) which have not been specified generically in A.A.C. R19-3-301. The unique provisions described in these rules are the nature and location of play symbols, the ticket number, the validation code, the prize denominations, and the method of selecting a winning ticket.

5. **A showing of good cause why the rule is necessary to promote a statewide interest if the rule will diminish a previous grant of authority of a political subdivision of this state:**
    Not applicable.

6. **The preliminary summary of the economic, small business, and consumer impact:**
    These games will provide players with a larger variety of instant games with a potential increase in sales. The only impact these rules have upon Lottery retailers is to specify how they determine if a ticket is a winning ticket and, if so, the prize amount.

7. **The name and address of agency personnel with whom persons may communicate regarding the accuracy of the economic, small business, and consumer impact statement:**
    Name: Ralph W.E. Decker, Executive Director
    Address: Arizona State Lottery Commission
                         4740 East University Drive
                         Phoenix, Arizona 85034
    Telephone: (602) 921-4400

8. **The time, place, and nature of the proceedings for the adoption, amendment, or repeal of the rule; or, if no proceeding is scheduled, where, when, and how persons may request an oral proceeding on the proposed rule:**
    Date: July 21, 1995
    Time: 10 a.m.
    Location: Arizona State Lottery Commission
                         4740 East University Drive
                         Phoenix, Arizona
    Nature: Public and Commission Meeting

9. Any other matters prescribed by statute that are applicable to the specific agency or to any specific rule or class of rules:

The close of record for written and oral comments is scheduled for 5 p.m., July 20, 1995.

10. Incorporations by reference and their location in the rules:

A.R.S. § 5-504(B).

11. The full text of the rules follows:

TITLE 19. ALCOHOL, HORSE AND DOG RACING, LOTTERY, AND GAMING
CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION

ARTICLE 3. INSTANT LOTTERY GAMES

Section
R19-3-302.   Jingle Bucks
R19-3-303.   Cactus Cash
R19-3-304.   Blackjack
R19-3-397.   Football Fever
R19-3-398.   BlackJack
R19-3-399.   X's & O's

ARTICLE 3. INSTANT LOTTERY GAMES

R19-3-302.   "Jingle Bucks"

A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right side on the front of the ticket and are one of the following: "$1", "$2", "$5", "$10", "$25", "$100", or "$500" with confirming captions. The play symbols captions correspond with and verify the play symbols as follows:

Play Symbol	Caption
$1	ONEDOL
$2	TWODOL
$5	FIVEDOL
$10	TENDOL
$25	TWFDOL
$100	ONEHUND
$500	FIVHUND

B. A pack-ticket number beginning with 000001 is located in the lower-left side on the back of the ticket.

C. The retailer-validation code verifies instant winners of $1, $2, $5, $10, $25, $100, or $500 tickets. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

ONE	= $1	TEN	= $10
TWO	= $2	TWF	= $25
FIV	= $5	ONH	= $100
		FHN	= $500

D. A prize winner in the "JINGLE BUCKS" instant game is determined by removing the latex from the play area on the front of the ticket to determine the nine play symbols. Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches three like play symbols, he or she wins that prize. The prizes are as follows:

Match 3	$1	=	$1 (one dollar) or
Match 3	$2	=	$2 (two dollars) or
Match 3	$5	=	$5 (five dollars) or
Match 3	$10	=	$10 (ten dollars) or
Match 3	$25	=	$25 (twenty-five dollars) or

Match 3	$100	=	$100 (one hundred dollars) or
Match 3	$500	=	$500 (five hundred dollars)

R19-3-303.   "Cactus Cash"

A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area loacted on the right side of the front of the ticket and are one of the following: "🌵", "$1", "$2", "$5", "$10", "$20", "$100", or "$1,000" with confirming captions.

B. A pack-ticket number beginning with 100001 is located in the lower-center portion on the back of the ticket.

C. Play symbol captions correspond with and verify each of the play symbols as follows:

Play Symbol	Caption
🌵	DOUBLE
$1	ONEDOL
$2	TWODOL
$5	FIVEDOL
$10	TENDOL
$20	TWENTY
$100	ONEHUND
$1,000	ONETHOU

D. The retailer-validation code verifies instant winners of $1, $2, $4, $5, $10, $20, or $100. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

ONE	= $1	TEN	= $10
TWO	= $2	TWY	= $20
FOR	= $4	ONH	= $100
FIV	= $5		

E. A prize winner in the "CACTUS CASH" instant game is determined by removing the latex from the play area on the front of the ticket to determine the nine play symbols. Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket owner matches three like play symbols, he or she wins that prize. If the player matches three like play symbols plus a "🌵", the prize amount is doubled. There may be only one prize per ticket. The prizes are as follows:

Match 3	$1	=	$1 (one dollar) or
Match 3	$1+🌵	=	$2 (two dollars) or
Match 3	$2	=	$2 (two dollars) or
Match 3	$2+🌵	=	$4 (four dollars) or
Match 3	$5	=	$5 (five dollars) or
Match 3	$5+🌵	=	$10 (ten dollars) or

Match 3	$10	=	$10 (ten dollars) or
Match 3	$10+🌵	=	$20 (twenty dollars) or
Match 3	$20	=	$20 (twenty dollars) or
Match 3	$100	=	$100 (one hundred dollars) or
Match 3	$1,000	=	$1,000 (one thousand dollars)

R19-3-304. "Blackjack"

A. In the latex play area located on the right side of the ticket, three play symbols appear in a vertical row with "YOUR HAND" printed above and are one of the following: "13", "14", "15", "16", "17", "18", "19", "20", or "21", with confirming captions. Three play symbols appear in a vertical row with "DEALER'S HAND" printed above and are one of the following: "12", "13", "14", "15", "16", "17", "18", "19", or "20", with confirming captions. The play symbol captions correspond with and verify the play symbols as follows:

Play Symbol	Caption
12	TLV
13	THN
14	FRN
15	FTN
16	SXT
17	SVT
18	EGN
19	NIT
20	TWY
21	TYN

B. Three prize symbols appear in a vertical row with "PRIZE" printed above and are one of the following: "$1", "$2", "$5", "$20", "$40", "$250", or "$21,000" with confirming captions as follows:

Prize Symbol	Caption
$1	ONEDOL
$2	TWODOL
$5	FIVEDOL
$20	TWYDOL
$40	FRYDOL
$250	2HUND50
$21,000	TYNTHOU

C. A pack-ticket number beginning with 700001 is located in the lower-left portion on the back of the ticket.

D. The retailer-validation code verifies instant winners of a $1, $2, $3, $5, $10, $15, $40, or $250 ticket. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

$1	= ONE	$10	= TEN
$2	= TWO	$15	= FTN
$3	= THR	$40	= FTY
$5	= FIV	$250	= THF

E. A prize winner in the "BLACKJACK" instant game is determined by removing the latex from the play area on the front of the ticket to determine the two play symbols and prize symbol identified as the "1st Game", the two play symbols and prize symbol identified as the "2nd Game", and the two play symbols and prize symbol identified as the "3rd Game". Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If

the player's "YOUR HAND" beats "DEALER'S HAND" in either the "1st Game", "2nd Game", or "3rd Game", the player wins the prize shown for the game. There may be three winning games on a ticket. The prizes are as follows:

$1	=	$1 (one dollar) or
$1+$1	=	$2 (two dollars) or
$2	=	$2 (two dollars) or
$1+$1+$1	=	$3 (three dollars) or
$5	=	$5 (five dollars) or
$1+$2+$2	=	$5 (five dollars) or
$5+$5	=	$10 (ten dollars) or
$5+$5+$5	=	$15 (fifteen dollars) or
$20+$20	=	$40 (forty dollars) or
$40	=	$40 (forty dollars) or
$250	=	$250 (two hundred fifty dollars) or
$21,000	=	$21,000 (twenty-one thousand dollars)

R19-3-397. "Football Fever"

A. In the latex play area located on the right side of the ticket, three play symbols appear in a vertical row with "YOUR SCORE" printed above and are one of the following: "3", "6", "7", "10", "13", "14", "17", "20", "21", "24", and "27", with confirming captions. Three play symbols appear in a vertical row with "THEIR SCORE" printed above and are one the following: "0", "3", "6", "7", "10", "13", "14", "17", "20", "21", and "24", with confirming captions. The play symbols captions correspond with and verify the play symbols as follows:

Play Symbols	Caption
0	ZRO
3	THR
6	SIX
7	SVN
10	TEN
13	TRN
14	FRT
17	SVT
20	TWY
21	TTN
24	TTF
27	TWN

B. Three prize symbols appear in a vertical row with "PRIZE" printed above and are one of the following: "$1", "$2", "$3", "$5", "$10", "$15", "$100", and "$5,000" with confirming captions. The prize symbols and confirming captions are as follows:

Prize Symbol	Caption
$1	ONEDOL
$2	TWODOL
$3	THRDOL
$5	FIVEDOL
$10	TENDOL
$15	FTNDOL
$100	ONEHUND
$5000	FIVTHOU

C. A pack-ticket number is located on the lower-left side of the back of the ticket and begins with 700001.

D. The retailer-validation code verifies instant winners of $1, $2, $5, $10, $25, and $100. The retailer-validation

code which corresponds with and verifies each of these winners is as follows

ONE	= $1	TEN	= $10
TWO	= $2	TWF	= $25
FIV	= $5	ONH	= $100

E. A prize winner in the "FOOTBALL FEVER" instant game is determined by removing the latex from the play area on the front of the ticket to determine the two play symbols and prize symbol identified as "Game 1", the two play symbols and prize symbol identified as "Game 2", and the two play symbols and prize symbol identified as "Game 3". Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If the ticket holder's "YOUR SCORE" beats "THEIR SCORE" in either "Game 1", "Game 2", or "Game 3" the player wins the prize shown for that game. There may be three winning games on a ticket. The prizes are as follows:

$1	=	$1 (one dollar) or
$1+$1	=	$2 (two dollars) or
$2	=	$2 (two dollars) or
$5	=	$5 (five dollars) or
$1+$2+$2	=	$5 (five dollars) or
$10	=	$10 (ten dollars) or
$5+$5	=	$10 (ten dollars) or
$5+$3+$2	=	$10 (ten dollars) or
$15+$10	=	$25 (twenty-five dollars) or
$10+$10+$5	=	$25 (twenty-five dollars) or
$100	=	$100 (one hundred dollars) or
$5,000	=	$5,000 (five thousand dollars)

R19-3-398. "Blackjack"

A. In the latex play area located on the right side of the ticket, three play symbols appear in a vertical row with "YOUR HAND" printed above and are one of the following: "13", "14", "15", "16", "17", "18", "19", "20", or "21", with confirming captions. Three play symbols appear in a vertical row with "DEALER'S HAND" printed above and are one of the following: "12", "13", "14", "15", "16", "17", "18", "19", or "20", with confirming captions. The play-symbol captions correspond with and verify the play symbols as follows:

Play Symbol	Caption
12	TLV
13	THN
14	FRN
15	FTN
16	SXT
17	SVT
18	EGN
19	NTT
20	TWY
21	TYN

B. Three prize symbols appear in a vertical row with "PRIZE" printed above and are one of the following: "$1", "$2", "$5", "$20", "$40", "$250", or "$21,000" with confirming captions as follows:

Prize Symbol	Caption
$1	ONEDOL
$2	TWODOL
$5	FIVEDOL
$20	TWYDOL
$40	FRYDOL
$250	2HUND50
$21,000	TYNTHOU

C. A pack-ticket number beginning with 800001 is located in the lower-left portion on the back of the ticket.

D. The retailer-validation code verifies instant winners of a $1, $2, $3, $5, $10, $15, $40, or $250 ticket. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

$1	= ONE	$10	= TEN
$2	= TWO	$15	= FTN
$3	= THR	$40	= FTY
$5	= FIV	$250	= THF

E. A prize winner in the "BLACKJACK" instant game is determined by removing the latex from the play area on the front of the ticket to determine the two play symbols and prize symbol identified as the "1st Game", the two play symbols and prize symbol identified as the "2nd Game", and the two play symbols and prize symbol identified as the "3rd Game". Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols or prize symbols and are not usable or playable as such. If the player's "YOUR HAND" beats "DEALER'S HAND" in either the "1st Game", "2nd Game", or "3rd Game", the player wins the prize shown for that game. There may be three winning games on a ticket. The prizes are as follows:

$1	=	$1 (one dollar) or
$1+$1	=	$2 (two dollars) or
$2	=	$2 (two dollars) or
$1+$1+$1	=	$3 (three dollars) or
$5	=	$5 (five dollars) or
$1+$2+$2	=	$5 (five dollars) or
$5+$5	=	$10 (ten dollars) or
$5+$5+$5	=	$15 (fifteen dollars) or
$40	=	$40 (forty dollars) or
$20+$20	=	$40 (forty dollars) or
$250	=	$250 (two-hundred fifty dollars) or
$21,000	=	$21,000 (twenty-one thousand dollars)

R19-3-399. "X's and O's"

A. Nine play symbols, which are contiguous to each other in three rows, appear under the latex in the play area located on the right side on the front of the ticket and are one of the following: "X" and "O" with confirming captions. The play-symbol captions correspond with and verify the play symbols as follows:

Play Symbol	Caption
X	1XX0
O	1OOO

B. A pack-ticket number beginning with 900001 and is located in the lower-left portion on the back of the ticket.

C. The retailer-validation code verifies instant winners of $1, $2, $5, $10, $20, or $100. The retailer-validation code which corresponds with and verifies each of these winners is as follows:

$1	= ONE	$10	= TEN
$2	= TWO	$20	= TWY
$5	= FIV	$100	= ONH

D. A prize winner in the "X's & O's" instant game is determined by removing the latex from the play area on the front of the ticket to determine the nine play symbols. Neither the retailer-validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the player has either three "X" or three "O" play symbols in any one row, column, or the upper left to lower-right diagonal, he or she wins the prize indicated. A player may win only one time on a ticket. The prizes are as follows:

Right Column	=	$1 (one dollar) or
Center Column	=	$2 (two dollars) or
Left Column	=	$5 (five dollars) or
Top Row	=	$10 (ten dollars) or
Center Row	=	$20 (twenty dollars) or
Bottom Row	=	$100 (one-hundred dollars) or
Upper left to lower-right diagonal	=	$1,000 (one thousand)